

Claims

What is claimed is:

1. A method for storing digital content in a client-side cache, said method comprising the steps of:
 - receiving content broadcast from a central server;
 - storing said received content in said client-side cache; and
 - making said content in said client-side cache available to other clients.
2. The method of claim 1, further comprising the step of determining if requested content is in said client-side cache before requesting said content from a remote source.
3. The method of claim 1, further comprising the step of requesting said content from an edge server if said requested content is not in said client-side cache.
4. The method of claim 1, further comprising the step of requesting said content from a provider of said content if said requested content is not in said client-side cache.
5. The method of claim 1, further comprising the step of requesting said content from another client cache if said requested content is not in said client-side cache.
6. The method of claim 5, wherein said step of requesting said content from another client cache further comprises the step of accessing a directory to determine where said content is cached.

7. The method of claim 1, further comprising the step of providing information to a central cache directory regarding content that is stored in said client-side cache.
8. The method of claim 1, wherein said content in said client-side cache is made available to other clients using a point-to-point link.
9. A method for obtaining content over a network, said method comprising the steps of:
determining if requested content is in a local cache; and
requesting said content from a remote client cache if said requested content is not in said local cache.
10. The method of claim 9, further comprising the step of requesting said content from a remote source if said requested content is not in said remote client cache.
11. The method of claim 9, further comprising the step of requesting said content from an edge server if said requested content is not in said remote client cache.
12. The method of claim 9, further comprising the step of requesting said content from a provider of said content if said requested content is not in said remote client cache.
13. The method of claim 9, wherein said step of requesting said content from a remote client cache further comprises the step of accessing a directory to determine where said content is cached.

14. The method of claim 9, wherein said remote client cache obtains said content over a broadcast connection.
15. A method for sharing digital content among a plurality of users, said method comprising the steps of:
- storing content broadcast from a central server in a client-side cache of at least one client;
- making said content in said client-side cache available to a plurality of additional clients; and
- maintaining a directory of said content made available to a plurality of additional clients.
16. The method of claim 15, wherein a user determines if requested content is in said directory before requesting said content from another remote source.
17. The method of claim 15, wherein said content in said client-side cache is made available to other clients using a point-to-point link.
18. A system for storing digital content in a client-side cache, said system comprising:
- a memory that stores computer-readable code; and
- a processor operatively coupled to said memory, said processor configured to implement said computer-readable code, said computer-readable code configured to:
- receive content broadcast from a central server;
- store said received content in said client-side cache; and
- make said content in said client-side cache available to other clients.

19. A system for obtaining content over a network, said system comprising:
a memory that stores computer-readable code; and
a processor operatively coupled to said memory, said processor configured to implement said computer-readable code, said computer-readable code configured to:
determine if requested content is in a local cache; and
request said content from a remote client cache if said requested content is not in said local cache.
20. A system for sharing digital content among a plurality of users, said system comprising:
a memory that stores computer-readable code; and
a processor operatively coupled to said memory, said processor configured to implement said computer-readable code, said computer-readable code configured to:
store content broadcast from a central server in a client-side cache of at least one client;
make said content in said client-side cache available to a plurality of additional clients; and
maintain a directory of said content made available to a plurality of additional clients.
21. An article of manufacture for storing digital content in a client-side cache, comprising:
a computer readable medium having computer readable code means embodied thereon, said computer readable program code means comprising:
a step to receive content broadcast from a central server;
a step to store said received content in said client-side cache; and

a step to make said content in said client-side cache available to other clients.

22. An article of manufacture for obtaining content over a network, comprising:

a computer readable medium having computer readable code means embodied thereon, said computer readable program code means comprising:

a step to determine if requested content is in a local cache; and

a step to request said content from a remote client cache if said requested content is not in said local cache.

23. An article of manufacture for sharing digital content among a plurality of users, comprising:

a computer readable medium having computer readable code means embodied thereon, said computer readable program code means comprising:

a step to store content broadcast from a central server in a client-side cache of at least one client;

a step to make said content in said client-side cache available to a plurality of additional clients; and

a step to maintain a directory of said content made available to a plurality of additional clients.